

NAVSEA and CISD
Welcome you to the...

3rd Ship Design Process Workshop

March 31 - April 2, 2009

**Maritime Technical
Information Center**



3rd Ship Design Process Workshop

Tuesday 31 March 2009 (MTIC AUDITORIUM)

0700	Workshop Registration	MTIC Lobby
0800	Keynote Address	RDML Eccles
0835	Ship Design Process Overview Presentation	CAPT Norbert Doerry
0930	BREAK	
0945	Pre-Acquisition Design Overview	Steve Wynn
1020	AoA / Feasibility Study Design Overview	Craig Carlson
1055	Preliminary & Contract Design Overview	Andy Summers
1130	Detailed Design Overview	Jerry Cashman
1200	Workshop Lunch	MTIC Lobby
1300	Panel Discussion – Naval Ship Design Process	Jeff Hough

3rd Ship Design Process Workshop

Tuesday 31 March 2009 (Continued)

1445-1730 General Session Presentations (MTIC AUDITORIUM)

1445 Team-oriented, Design-focused Simulation Tools Roger Dougal

1530 Overview of Architecture-Based System-of-Systems
Engineering Relative to DODAF at the ASDL Kelly Griendling

1630 Knowledge Management in Innovation Cherie Trumbach

1445-1730 Concurrent Breakout Session #1 – by Facilitator Invitation

DSM Topside Design Dave Helgersen (USS San Francisco Room 111)

DSM Machinery Design Dan Billingsley (USS Lexington Room 208)

Ship Design Workforce Jeff Hough (USS Columbia Room 109A)

Geometry Definition & CAD Seth Cooper (USS Columbia Room 109B)

Navy Corporate R&D Opportunities Scott Littlefield (USS Maine Room 110)

1445-1730 DSM Training Session Part 1 – by Facilitator Invitation

Tyson Browning (USS Langley Room 206 A&B)

1730-1900 Workshop Social (MTIC Lobby)

3rd Ship Design Process Workshop

Wednesday 1 April 2009 (MTIC Auditorium)

0800	Keynote Address – LEAN Design Process	Don Reinertsen
0900	State of U.S. Navy Ship Design Tools & Tools Roadmap	Seth Cooper
0930	BREAK	
0945	Italian Navy Ship Design Presentation	Francesco Perra
1020	Continuous Collaborative Concept Formulation (C3F)	Steve Wynn
1055	Product Complexity	CAPT N. Doerry
1130	Center for Innovation in Ship Design (CISD) Overview and Status	Jeff Hough
1200	Workshop Lunch	MTIC Lobby
1300	Panel Discussion – Ship Design Workforce Development & CISD Way Forward	Kelly Cooper

3rd Ship Design Process Workshop

Wednesday 1 April 2009 (Continued)

1445-1730 General Session Presentations (MTIC Auditorium)

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| 1445 | ASNET – Support Tools for Concept Exploration Phase | Francesco Perra |
| 1545 | CREATE Status update | Doug Post |
| 1630 | An Overview of Recent Developments in UK Warship acquisition | Chris Dicks |

1445-1730 Concurrent Breakout Session #2 – by Facilitator Invitation

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|----------------------------------|---|
| DSM Topside Design | Dave Helgerson (USS San Francisco Room 111) |
| DSM Machinery Design | Dan Billingsley (USS Lexington Room 208) |
| Ship Design Workforce | Jeff Hough (USS Columbia Room 109A) |
| Geometry Definition & CAD | Seth Cooper (USS Columbia Room 109B) |
| Navy Corporate R&D Opportunities | Scott Littlefield (USS Maine Room 110) |

1445-1730 DSM Training Session Part 2 – by Facilitator Invitation

- Tyson Browning (USS Langley Room 206 A&B)

3rd Ship Design Process Workshop

Thursday 2 April 2009 (MTIC AUDITORIUM)

0800	Keynote Address	Sujata Millick
0835	DSM Process	Tyson Browning
0930	BREAK	
0945-1200	General Session Presentations (MTIC Auditorium)	
945	Using Mathematical and Scientific Markup as an Approach to Model Specification	Joseph Collins
1030	Set Based Design Methodology in Early Stage Naval Ship Design	David Singer
1115	Design Space Exploration using Paramarine and modeFRONTIER for a Naval Auxiliary	Dominic Horner
0945-1200	Concurrent Breakout Session #3	
	DSM Hull Design	Dan Billingsley/Bob Keane (USS Langley Room 206 A&B)
	DSM Survivability	Dave Helgerson (USS San Francisco Room 111)
	Collaborative Concept Formulation	Steve Wynn (USS Maine Room 110)
	Science of Design	CAPT Norbert Doerry (USS Columbia Room 109A)
	Geometry Definition & CAD	Seth Cooper (USS Columbia Room 109B)
1200	Workshop Lunch (MTIC Lobby)	

3rd Ship Design Process Workshop

Thursday 2 April 2009 (Continued)

1300-1430 General Session Presentations (MTIC Auditorium)

1300 GiD – A Comprehensive and Customizable System:

From Ship Design Data to Computational Analysis

Ramon Ribo

1400 Integrated Hydrodynamic Design Environment

Rich Van Eseltine

1300-1430 Concurrent Breakout Session #4

DSM Hull Design

Dan Billingsley/Bob Keane (USS Langley Room 206 A&B)

DSM Survivability

Dave Helgerson (USS San Francisco Room 111)

Collaborative Concept Formulation

Steve Wynn (USS Maine Room 110)

Science of Design

CAPT Norbert Doerry (USS Columbia Room 109A)

1430 BREAK

3rd Ship Design Process Workshop

Thursday 2 April 2009 (Continued)

1440-1600 General Session Presentations (MTIC Auditorium)

1445 The Argument for a Radical and Exploratory
Approach to Preliminary Ship Design

David Andrews

1440-1615 Concurrent Breakout Session #4 (Continued)

DSM Hull Design	Dan Billingsley/Bob Keane (USS Langley Room 206 A&B)
DSM Survivability	Dave Helgerson (USS San Francisco Room 111)
Collaborative Concept Formulation	Steve Wynn (USS Maine Room 110)
Science of Design	CAPT Norbert Doerry (USS Columbia Room 109A)

1620-1730 Workshop Results Out-brief and Wrap Up (MTIC Auditorium)

1620 DSM Summary – Dave Helgerson/Dan Billingsley
1640 Ship Design Workforce – Jeff Hough
1650 Collaborative Concept Formulation – Steve Wynn
1700 Navy Corporate R&D Opportunities – Scott Littlefield
1710 Geometry Definition & CAD – Seth Cooper
1720 Science of Design – CAPT Norbert Doerry

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Friday 3 April 2009 (NSWCCD Building 193)

0830-1730

LEAPS Developer Training Session (Building 193)

Prior Registration Required